

MVS[®]

MULTI VIDEO SYSTEM



NEO-GEO IS A TRADEMARK REGISTERED BY SNK

SNK CORPORATION

ART OF FIGHTING USER'S MANUAL



Thank you for purchasing the first in SNK NEO-GEO's "100-Mega Shock Series," "ART OF FIGHTING." Before playing, it is important to read this instruction booklet carefully. Doing so will help you enjoy to the fullest this thrilling, complex world of "ART OF FIGHTING."

[ATTENTION]

- This product can only be used on the NEO GEO.
- Do not disassemble!!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

CONTENTS

- 1 ART OF FIGHTING-SYNOPSIS
- 4 USING THE CONTROLS
- 5 STARTING THE GAME (STORY MODE & VS MODE)
- 8 BONUS STAGES
- 9 BUY IN PLAY AND CONTINUE
- 9 THE SPIRIT GAUGE AND THE "RAZ" BUTTON
- 10 DESCRIPTION OF THE SCREEN
- 11 RULES OF THE GAME
- 12 BASIC MOVEMENTS OF THE CHARACTERS
- 14 INTRODUCTION OF CHARACTERS AND THEIR SUPER ATTACKS

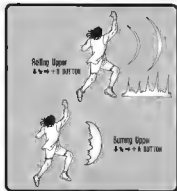


ART OF FIGHTING



ALWAYS USE THE TRANS-SEE
MICKEY ROGERS

The tragic pugilist whose hopes for a professional career were dashed after he accidentally killed a man. Currently he too stalks SOUTHTOWN searching for victims-on which to vent his frustration and the ghost of Bob Marley.



A TIGHTEN UP! HE'S HERE!
JOHN CRAWLEY

The mad-dog mutant and instructor. Referred to by his friends as the KILLING MACHINE. No one knows what his enemies call him nor do they dare to ask.



ART OF FIGHTING



THE UNBORN PRINCE

RYUHAKU TODO

Disciple of traditional Japanese (Martial Arts) and master of modern fighting techniques. He stalks Southtown in search of worthy opponents.



MINISTER OF THE DEATH

JACK TURNER

Known as the "Black Typhoon" and leader of the Southtown gang, the Black Cals. An agent of Mr. Big, with his body of steel and subzero-blowing taunts, he devastates anyone who crosses his path.



THE INVINCIBLE DRAGON, RYO SAKAZAKI. Trained from his infancy in the teachings of the mystical form of karate known as KYOKUGENRYU by his father. Ryo now lives with his beloved sister, Yuri.



THE RAGING TIGER, ROBERT GARCIA. At a young age, Robert was taken to learn the mysterious machinations of Takuma Sakazaki, master of the KYOKUGENRYU teachings and father to Ryo. After the mysterious disappearance of Takuma, and the death of Ryo's mother in a tragic accident, Robert looked after the boy (and his sister) raising the boy's confidence rival.

ART OF FIGHTING



After a period of confusion, these two men are more than ready to take on the challenge. Will these two save the day, or will they reveal the secret of the...?

Will these two save the day, or will they reveal the secret of the...?

3 Hey, it's up to you!!



LEGENDARY KUNG FU MASTER

LEE PAI LONG

Master of Chinese martial arts and noted expert of Chinese medicine, he now works as the director of the Southtown prison. A former adversary of Ryo's father, he now faces the son.



ELITE THREESTYLE KICK BOXING MAJAC

KING

Employee of the mysterious Mr. Big from a childhood spent in Thailand, King mastered the fighting art MUETAI. King is the bouncer at Mr. Big's restaurant where he often is seen reading the works of Gertrude Stein.



ART OF FIGHTING

HIS FIGHT FOR HIS SISTER CHAMAM
LEND HIM THE POWER OF A FIGHTING GOD!

RYO SAKAZAKI

Son of the respected KYOKUGENRYU Master Takuma Sakazaki. Orphaned at the age of 10, he now lives with his kid sister YURI. After YURI is kidnapped, the invincible Dragon is awakened in him. He plunges head-long into the urban battlezone, SOUTHTOWN.



ART OF FIGHTING

USING THE CONTROLS

JOYSTICK

Allows the character to move right and left, jump, duck, and defend himself. Pushing this joystick forward in either direction allows the character to dash.



D BUTTON-"RAZ" BUTTON

Allows your character to taunt his opponents and decrease the opponent's "SPIRIT" power.



C BUTTON

Used with the A and B BUTTONS, it increases the power of your characters' punch or kick. Throw opponents.

A BUTTON

Punch. When depressed at length, restores character's "SPIRIT" level.

B BUTTON

Kick. Restores "SPIRIT" level.

STARTING THE GAME



① TITLE SCREEN

After placing the game cartridge in the machine and turning on the power switch, the Title and Demonstration Screen will appear on your television. Pushing the Start Button will bring you to the OPTION screen.



② GAME LEVEL SETTING

There are four levels. The program is automatically set at NORMAL. To select other levels, move the joystick up or down. Set the level by pressing the A BUTTON. These game levels have no effect in the 2-player mode.

[GAME LEVEL SETTINGS]
 EASY ... Beginner Level
 NORMAL ... Intermediate Level
 HARD ... Advanced Level
 MVS ... Arcade Level
 (Between NORMAL and HARD levels)



THEN THE FIGHT BEGINS
 THE SECRET TECHNIQUES

ROBERT GARCIA

Son of the multi-millionaire ALBERT GARCIA. Sent to the world-famous IMPERIAL ACADEMY to study the mysteries of KYOKUGENRYU karate under the tutelage of ALBERT'S lifelong friend TAKUMA SAKAZAKI. After the death of RYO'S mother and the disappearance of RYO'S father, ROBERT watched over the young boy, providing him with friendship. ROBERT remains, however, RYO'S ultimate rival.



ART OF FIGHTING

These 8 Possessors of Potent Power
await your every command. Who is
the strongest?!!! IT'S UP TO YOU!!!



3 SELECTING GAME MODES

Choose either the VS MODE (2-Player Competition) or the STORY MODE (1-Player) with the Joystick and press the A BUTTON

● STORY MODE

This mode allows you to choose from RYO or ROBERT. Battle the Southtown Bad Guys and save Yui. Also experience the exciting BONUS STAGES and the dazzling story screens.



● VS MODE

Choose one of the 8 main characters and compete with your friends (or enemies). For this mode you will need an additional controller (sold separately).



4 SELECTING PLAYERS

Match the indicator to the desired character and push the A BUTTON. In the STORY MODE you can choose from RYO or ROBERT. In the VS MODE you can choose from 8 characters. It is also possible to choose the same character, too (i.e. Robert vs Robert).





5 LOAD (Calling up a Loaded Game)

By using the NEO-Geo Memory Card (sold separately) it is easy to SAVE or LOAD a game. Insert the card into the Memory Card Slot and the LOAD SCREEN should appear. With the Joystick, choose either YES or NO. After choosing YES, the game that you had previously saved will appear at the point that you left off.

SAVE (Storing data on the Memory Card)

Set the Memory Card in the machine. When GAME OVER is displayed after that the SAVE SCREEN will appear. Choose either YES or NO with the Joystick. If you choose YES, the game will be saved. (Note: When saving a game, all previous data will be erased.)



6 START THE GAME



CHARACTERS AND THEIR SPECIAL ATTACKS

Guide RYO or ROBERT through the peril-filled SOUTHTOWN. Successfully defeat the 6 Baddies who lie in wait and find where Yuri is being held. Discover and master your chosen characters SUPER ATTACKs. Meet the other mysterious Masters of Mayhem who hold Yuri. Uncover the DEEP, DARK SECRET that is buried in the bowels of SOUTHTOWN!!



ART OF FIGHTING

BONUS STAGE

SELECT BONUS GAME



The Bonus Stage appears at various points in the STORY MODE. In completing the Bonus Stage successfully your power will increase and you will be taught a new Super Attack.

After completing the Ultra-Super Attack screen, you should be able to master a new Super Attack.

PUNCH, BODY BLOW, KNOCK-OUT PUNCH

To Punch, press the A BUTTON. Using the C BUTTON with the A BUTTON makes a BODY BLOW. Pushing A and then G makes a KNOCK-OUT PUNCH which causes considerable damage. Careful! The stronger the punch, the harder it is to connect with your opponent.

SUPER ATTACKS

Based on various combinations of BUTTON and JOYSTICK movement, your character can use a variety of SUPER ATTACKS. Using these will decrease your SPIRIT gauge. If you have no SPIRIT remaining, you can not use a SUPER ATTACK.

RAZZING

Tease your opponent with the D BUTTON. Doing this will decrease the SPIRIT gauge of your opponent. CAUTION! Don't get KO'd while taunting your opponent.

DASH

Pushing the JOYSTICK forward or backward twice quickly will cause your character to DASH. This is useful to charge or avoid your opponent.

KICK, ROCKING, SUPER KICK

Pressing the B BUTTON produces the kick. With the G BUTTON make a ROLLING KICK. Pressing B then C makes the SUPER KICK, giving your opponent a healthy serving of pain and damage. To be effective, though, you must hit your opponent; this isn't easy with this command!

RESTORING SPIRIT POWER

Depress the A and B BUTTON and don't release it. Doing this will increase your SPIRIT level. Until you release the Button or reach maximum power, your SPIRIT level will increase.

BEER BOTTLE NECK SLICE

Chop the necks off all of the beer bottles. If successful, your "SPIRIT" gauge will increase.



THE ICE CRUSH

Break all of the ice blocks in one blow. Do so and your Power gauge will increase.



ULTRA-SUPER ATTACK SCREEN

In a specified time, you must use a given Super Attack a given number of times. If you can do so, your Super Attacks will consequently become more powerful!



BUY-IN PLAY AND CONTINUE

●BUY-IN Play

A player can enter the game at any point in the game. Press the Start Button on the controller not in use and ENTER THE FRAY!TM (Controllers are sold separately)

●CONTINUE

When the Game Over indication appears on the screen, a number will appear on the screen. This is the number of times you can continue the game. When the counter reaches 0, the game is really OVER. In the story mode, you can continue the game up to 3 times. CONTINUE is not applicable in the 2-Player Mode (VS MODE).



"SPIRIT" GAUGE AND RAZ BUTTONS

After using your SUPER ATTACKs, your "SPIRIT" level will decrease. To restore your "SPIRIT", press down either the A or B BUTTONS. BUT BE CAREFUL! While restoring your "SPIRIT" power, you are vulnerable to attack. Use this function wisely.

To reduce the "SPIRIT" of your opponent, push the RAZ (D) BUTTON. Pushing this button allows your character to tease the opponent and reduce his energy.

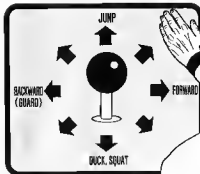
*Successfully completing the BONUS STAGE will reward you with a POWER UP.



ART OF FIGHTING

BASIC MOVEMENTS

In order to emerge from a battle triumphantly, it is first necessary to master the fundamental movements of each character. Use the DASH to your advantage. Master blocking to minimize damage. Each character has his (or her?) special movements and SUPER ATTACKS to study these carefully. YOUR LIFE MAY DEPEND ON IT!



*These commands apply to when the character is facing the right side of the screen. When facing left, these commands are reversed.



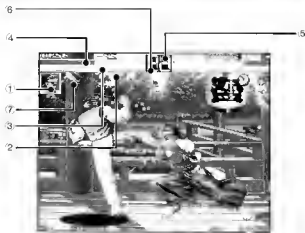
RULES OF THE GAME

- Each match consists of 3 rounds. When a player wins 2 rounds, he wins the match.
- When the power level of either character is used up, that character loses. The winner is the player who is still standing.
- One round is made up of 60 counts. When the time limit is reached, the character with the highest STRENGTH level wins.
- In the event of a DOUBLE KNOCKOUT, the round will end in a draw. Neither character wins.
- In the event of a DOUBLE KNOCKOUT, there will be a maximum of 4 rounds until a winner is decided.
- At the end of a round, all STRENGTH and SPIRIT levels will be restored. Use all of your power and SPIRIT in the round, YOU'LL NEED IT!



ART OF FIGHTING

DESCRIPTION OF THE SCREEN



1 Player's face

2 SPIRIT gauge CAUTION Your SPIRIT will decrease based on the SUPER ATTACK you use. Based on your remaining SPIRIT level, the power of your SUPER ATTACK will be affected.

3 STRENGTH gauge Based on the damage your player takes, the level will decrease. If your STRENGTH level is exhausted, YOU LOSE!!

4 CURRENT SCORE Displays your current score. In the VS MODE, no score will appear.

5 HIGH SCORE

6 MATCH TIMER Displays time remaining in the current round. When the timer reaches 0, the round is over.

7 VICTORY MARK Displays the number of rounds you have won or lost.



THE GREATEST MATCH EVER!